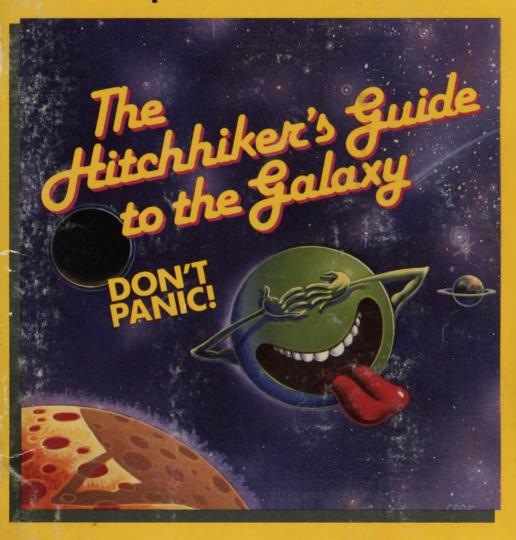
InvisiClues The Hint Booklet for the computer software version of



INFOCOM

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1 2 3 4 5 6 7 8 9-89 88 87 86 85 84

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Introduction

What are InvisiClues?

The essence of all interactive fiction is solving problems. The purpose of Invisi-Clues hint booklets is to maximize your enjoyment of the story by giving you only the hints that you need to continue and complete the story.

The invisible hints generally progress from a gentle nudge in the right direction to a full answer. The questions, which naturally have to be visible, have been worded to give away as little as possible. You should not use the presence or absence of a question on a certain topic as an indication of importance, and you should not assume that long answers are associated with important questions. This booklet includes dummy questions and answers in order to minimize the problem.

How to use this booklet

If you are stuck at some point in THE HITCHHIKER'S GUIDE TO THE GALAXY, find the question that most pertains to your problem. Uncap the marker and run it once over the first hint. The writing will appear in a second or two. If you are still stumped, go on to the next hint. (Remember to recap the marker when you are done to prevent it from drying out. And by the way, these books are not immortal. InvisiClues you've developed will start to fade after six months.)

For example:

How can I tell the difference between a Vogon and a pile of Fronurbdi Fire Fungus?

Α.	
В.	
C.	The State of

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dries out, you can order a replacement marker for a nominal fee.

Once you have finished the game, try the things in the "For Your Amusement" section. Don't look at them before you've finished, though—they may reveal the answers to certain problems.

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On the Earth

can't reach	anything from the bed! What do I do?
To the	
Why am I ha	aving trouble picking things up?
Α.	
В.	
C.	
How can I g	et out of the bedroom?
Α.	· · · · · · · · · · · · · · · · · · ·
В.	
C.	
D.	
E.	
What will I r	eed to bring with me when I leave the bedroom?
s the nile of	mail important?
A.	man important:
В.	
C.	
0.	

B.	
C.	
Is it im	portant to stop my house from being destroyed?
A.	
B.	
C.	
D.	
E.	
How c	an I prevent my house from getting demolished?
Α.	
B.	
C.	
D.	
E.	
F.	
G.	
What s	hould I do when Ford Prefect shows up?
Α.	
B.	
C.	The second secon
	(continued on next page)

D.	
E.	
Should	d I go with Ford to the Pub?
A.	
B.	
C.	
Should	I I go with Ford to the Cinema?
A.	
B.	
C.	
What s	should I do in the Pub?
Α.	
B.	THE NEW PROPERTY OF THE PERSON AS A PROPERTY OF THE PERSON AS A PE
C.	
D.	
low m	nuch beer should I drink?
A.	
B.	
C.	
D.	

s the jukebox important?	CALL STATE OF THE	What should I do when the Vogo	n fleet arrives?
A.		A.	
В.		В.	
C.		C.	
D.	The second secon	D.	
How can I buy beer?		E.	,
A		F.	
В.	A SOLD THE RESERVE TO THE PARTY OF THE PARTY	G.	
How can I buy a packet of peanuts?	Marie and the second second second		
A.	The state of the s	H.	
В.	-	The Earth keeps getting destroye	d by the Vogon fleet, and me along with it!
How can I buy a cheese sandwich?		I died from shock during matter	ransference. What did I do wrong?
A		The second second second	
B.			
C.		In the Dark	
How can I buy some whiskey?		Help! I'm in the Dark and can't do	anything!
A		A.	A DECEMBER OF THE PROPERTY OF THE PARTY OF T
В.	AND A PROPERTY OF THE PARTY OF		
C.		В.	
What should I do about the dog?	The second secon		
A.		C.	
В.		D.	AND THE PARTY OF THE PARTY OF
What should I do when my house is d	estroyed?	Okay, just exactly how do I get ou	t of this Dark?
A.		A.	
В.		В.	
J.	Annual Control of the	(co	ntinued on next page)

		The state of the s	
C.		C.	STREET, STREET
D.		D.	
Е			
E.	The state of the s	E.	A STATE OF THE PARTY OF THE PAR
F.		- [- V
G.		F.	
Н.		Is there	any way to control where I go when I leave Dark?
What's	s the significance of this shadow I see moving around?	Α. [and the second s
A.		В.	
B.		C.	
Oh no!	I'm in that blasted Dark again!	D.	
A.		E. [
В.			
J.		F.	
C.		G.	
D.		H.	
E.			
F.		I.	THE RESERVE OF THE PARTY OF THE
G.		J.	
H.		K.	
	y how does Dark work?	. K.	
A.	and the second s		
B.			
	(continued on next page)		(continued on next page)

		В.	
L.		D.	
M		C.	ľ
		How can I wake Ford?	
		A.	
N.		В.	
		C.	-
	1.11 1/ 01:	How can I get the atomic vector plotter out of the glass case?	
board	d the Vogon Ship or this area of the game can be found on page 50.)	A.	
		В.	
	neck am I?	C.	
Α.		And the second s	
В.		D.	
C.	and he was a supplied to the supplied of the s		-
	AND ADDRESS OF THE PARTY OF THE	E. CANADA STATE OF THE PROPERTY OF THE PROPERT	
w do I pre	event myself from getting groggy and dying?		
A.	event mysen nom getting groggy and dying:	F.	
		G.	
В.	AND THE PROPERTY OF THE PROPER	H.	
C.	surperings that have been the sense of the s		
D.		What is the tall dispensing machine?	
E.		what is the tall dispersing machine:	
F.	Equipment of the second of the	Why does the dispension mechine as "elick"?	
	Control of the Contro	Why does the dispensing machine go "click"?	
hat is that	thing Ford puts on his satchel before he lies down for his nap?		
Α.	Control of the Contro	What is a babel fish?	
	(continued on next page)		

ow c	an I get a babel fish?	X.	
A.	Tale of the second seco		
В.		Υ.	
C.	THE RESIDENCE OF THE PARTY OF T	Z.	
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J.		EE.	
K.		FF.	
L.			
M.		GG.	The first product of the second secon
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0.			Contract the Contract of the C
P.		11.	
Q.		J J.	
R.		What's	s that gibberish I keep hearing over the ship's intercom?
S.		A.	a management in the production of the composition o
T.			
U.		В.	
		C.	
V.		Maria - Maria	
W.		D.	
VV.	(continued on next page)		(continued on next page)

s there any way to stop the guards from dragging me to the Captain's quarters?	How can I prevent the guards from throwing us in the airlock?
A	A.
B.	B.
C.	C.
Vhat's going on here in the Captain's Quarters?	D.
A.	Is there any way to survive getting blown out of the Airlock?
B. (A
	B.
C.	
No. of the last of	C.
D.	. D.
	E.
E.	F.
E.	
G.	Aboard the Heart of Gold
	Aboard the Heart of Gold (The map for this area of the game can be found on page 51.)
	I've just arrived in Entry Bay Number Two. Where am I? What's going on?
H.	A.
	B.
I.	C.
J.	

Who a	re those people on the Bridge?	C.	
Α.			
В.		D.	
		E.	The same of the sa
		F.	
C.		G.	
		H.	
D.		I.	
		J. [
How ca	an I enter the sauna?	How do	pes the Nutrimat work?
Α.		Α.	The same of the state of the st
В.	Commence of the Commence of th	В.	Company of the second s
C.		C.	
s Eddi	e (the shipboard computer) important?	D.	
A.	e (the simpleant company) important:	E. [
В.		F. [
C.		7 G.	
D.		н.	
E.			
re the	controls on the Bridge important?	L	The state of the s
Α. [J.	
В. [К.	
	(continued on next page)		

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the A	the Advanced Tea Substitute useful?	What's the story with the circuit board in the Nutrimat?
Α.	A.	A.
B.	В.	В.
C.	C.	C.
D.	D.	D.
s the P	s the Pan-Galactic Gargle Blaster useful?	E.
Α.		E.
В.	В.	G.
C.	C.	H.
D.	D.	I.
_ [Is the shipping carton important?
E.	E.	A.
		В.
I	s the cup of nectar useful?	C.
Α.	A. Managaran and the same and t	
B.	В.	D.
C.	C.	Is the strange gun important?
D.		A
	s the cup of tea important?	В.
A.		C.
B.	B. William Company of the Company of	D.
		E. The same of the
C.	C.	Is it possible to enter the drive chamber, that is, to go aft from Corridor, Aft End?
D.	D.	A.
E.	F Visite Color Mark to Production Williams	В.
L.		(continued on next page)

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C.		J.	
D.		К.	
-		K.	
E.		How car	I get past the screening door in the Corridor, Aft End?
s ther	e anything important in the Engine Room?	A. [THE PARTY OF THE P
Α.		В.	The same of the sa
B.		1	
C.		C.	
		D.	
D.		E.	
E.		F.	
		G.	
s the	spare Infinite Improbability Drive important?	н. Г	
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B.		I.	
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	(continued on next page)	Walk Miles Co.	(continued on next page)

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R.	and the same of th
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V.	THE CHARLES AND ADDRESS OF THE PARTY OF THE
s Mai	vin important?
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J.	
K.	THE PERSON NAMED IN COLUMN TWO IS NOT THE OWNER.
L.	The state of the s
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ls the	Access Space important?
A.	The state of the s
B.	
How c	an I open the hatch?
A.	
B.	A STATE OF THE PARTY OF THE PAR
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D.	Part of the state
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F.	A Figure of Control of
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L.	The second secon
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N.	Total Control of the	H.	
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R.			
S.		1	
T.		M NAME OF THE PROPERTY OF	
		On Traal	54)
U.			ame can be found on page 51.)
V.	Charles A fine for the country of the party was destructive to the country of the		that lies southwest from the Lair?
		A.	
W.		В.	
		How can I stop the Ravenous	Bugblatter Beast of Traal from killing me?
Χ.	TOUR STORES	A.	
Υ.			
Z.	AND THE RESIDENCE OF THE PARTY	В.	Branch State Control of the Control
Heln!	The Heart of Gold is being attacked by nuclear missiles!	C.	The state of the s
Α.	The Hourt of Gold to Solling distances by Hadrout Hillians.	D.	
B.		E.	
C.		F.	A A MARIA CARA TARREST AND A STATE OF
		G.	
D.	Control of the Contro		
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F.			
G.		L.	
	(continued on next page)		
	(CONTINUED ON NEXT PAGE)		

hy do	pes the beast ask me to say my name?
Α.	J.
В.	K.
C.	L.
D.	
	M.
	Are the tall walls around the courtyard important?
E.	A.
	B.
F.	C.
G.	D.
hat is	s the significance of the sandstone memorial? Are the bleached bones important?
Α. [A.
B.	B.
	C.
C.	D.
D.	
	Are the sharp stones important?
E. [A. A.
F.	B.
G.	C.
[
Н. [(continued on next page)
	1

What	is the point of this whole Traal scene?	E.	A STATE OF THE STA
A.			
B.		F.	
C.	And the second s		
D.		What should I do when the boat docks?	
E.			
F.		What should I do when I reach the Dais?	details and the property and
		A.	
		В.	
On	Damogran nap for this area of the game can be found on page 52.)	C.	
Who a	Im I?	What do I do about the Guards?	The second of the second
	A CONTRACTOR OF THE CONTRACTOR	A.	The substitute of the same
Where	e am I?	В.	
		C.	
How c	an I open the toolbox?		
A.		D.	
B.		E.	
C.	The state of the s		AND VENEZUE STREET
D.		F.	
E.		Is there any way to enter the Heart of Gold fi	rom the Dais?
	an I stop myself from cracking up against the rocks?	A.	
A.	an i stop mysen nom eracking up against the rocks:	В.	
В.		C.	Town Continues and St. of St.
		D.	A STATE OF LAND AS
C.		The second secon	
D.		E.	per control Parallelant Pare
	(continued on payt page)	(continued on nex	rt page)

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F.	THE RESERVE OF THE PARTY OF THE	D.	
G.		E.	The state of the s
H.		F.	
I.			
		G.	
J.			
What's the point of the wh	nole Damogran scene?		d I do about Arthur?
A.		A.	
Burn Harris			
В.		В.	
C.	The second of th	C	
and the second second	TOTAL CONTRACTOR OF THE PROPERTY OF THE PROPER	D.	
At the Party (The map for this area of the	ne game can be found on page 52.)	E.	
Who am I?		What shoul	d I do about the hostess?
	4199	Α.	
Where am I?		В.	
A.	The second secon		
В.		C	
		С.	
C.		How can I I	eave the apartment?
		How can I I	eave the apartment?
What should I do about Pr	nil?	How can I I	eave the apartment?
What should I do about Ph	nil?	How can I I	eave the apartment?
What should I do about Ph A. B.	nil?	How can I I A. B.	eave the apartment?
What should I do about Ph	(continued on next page)	How can I I A. B.	eave the apartment?

What is the point of the party scene?	
A.	C.
В.	D.
C.	E.
D.	What should I do about that feeling of uneasiness?
	A.
E.	В.
	C.
F.	D.
	What should I do about Arthur?
G.	A
H.	В.
I.	C.
J.	D.
	What should I do about Prosser?
K.	A.
	В.
	C.
The second of th	
	D.
The Earth, Revisited The map for this area of the game can be found on page 50.)	E.
The map for this area of the game can be found on page 50.) Tho am I?	E.
nio ann:	G.
Name about 1 and	
/here should I go? A.	H.
B. (continued on next page)	J.
(Continued on next page)	

What should I do in the Pub? C. D. What should I do about the dog? What's the point of this second Earth scene? A. B. C. D. E. G. H.

The War Chamber and Maze

The m	ap for this area of the game can be found on page 52.)
What's	going on in the War Chamber?
Α.	
В.	
C.	
D.	
How ca	an I get the awl out of the War Chamber?
A.	
В.	
How ca	an I prevent being swallowed by that giant dog?
A.	
B.	
C.	
D.	market mental and the second of the second o
E.	
F.	The state of the s
G.	
Н.	The state of the s
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J.	Personal Control of the Control of t
J.	MARKET THE PROPERTY OF THE PERSON OF THE PER

here is	s this Maze?	E.
Α.		
B.		F.
C.		What's the point of the War Chamber and Maze scene?
D.	in the source colors and the source colors a	A.
E.		В.
F.		C.
		D.
G.		
n the l	Maze be mapped?	E.
A.		Inside the Whale (The map for this area of the game can be found on page 52.)
L		Who am I?
В.		
C.		Where am I?
		A
D.		В.
		C.
E.		
F.		
1		D. Maria Caracter and Caracter
hat's th	his black particle? What should I do about it?	The process of the second seco
Α.		Who's the old man with the wooden puppet?
В.		A
C.	The state of the s	В.
D.		C.
D	(continued on next page)	(continued on next page)

D.	
E.	
How c	an I get out of the whale?
A.	
В.	
C.	
D.	THE STATE OF THE PARTY OF THE P
E.	the state of the s
F.	
G.	
How o	on I provent the whole from enletting?
	an I prevent the whale from splatting?
Α.	
B.	
How c	an I get the flowerpot out of the whale?
A.	
B.	
C.	
D.	
E.	
F.	
G.	

What's the point of this scene inside the whale?		
A.	CT CONTROL OF THE PARTY OF THE	
B.		
C.		
Ger	neral Questions	
Is ther	e any significance to "no tea"?	
A.		
B.		
C.		
	he Zark is the thing my aunt gave me which I don't know what it is?	
Α.		
B.		
C.	And the second s	
D.	Maria de la Carta de	
E.		
F.	Control of the Contro	
G.		
Н.	The state of the s	
	Control of the Contro	
l.	A	
J.		

Is the	Hitchhiker's Guide important?
A.	
B.	M.
C.	
	Is the Engineer robot important?
D.	A.
E.	B.
	C.
What i	s the Thumb? How does it work? Is it important?
A.	D.
B.	
	E.
C.	What's all this nonsense about fluff?
D.	A.
	B.
E.	C.
F.	D.
	E.
G.	
Н.	F.
l.	G.
	H.
J.	
K.	
	(continued on next page)
	(continued on next page)

J.	
K.	
L.	
M.	
N.	
0.	
What	do I do about the plant?
A.	
B.	
C.	
D.	the same was a section of a supply of the section of
E.	and the second second
F.	
G.	
Н.	
Vhat a	are all these tools scattered throughout the game?
A.	
B.	
C.	
D.	
E.	
F.	The state of the s
	(continued on next page)

G.	
Н.	
Vhat i	s the goal of the game?
A.	
B.	
C.	
D.	
E.	
low c	an I read the footnotes?

How All the Points Are Scored

This section should only be used as a last resort, or for your own interest after you've completed the game.

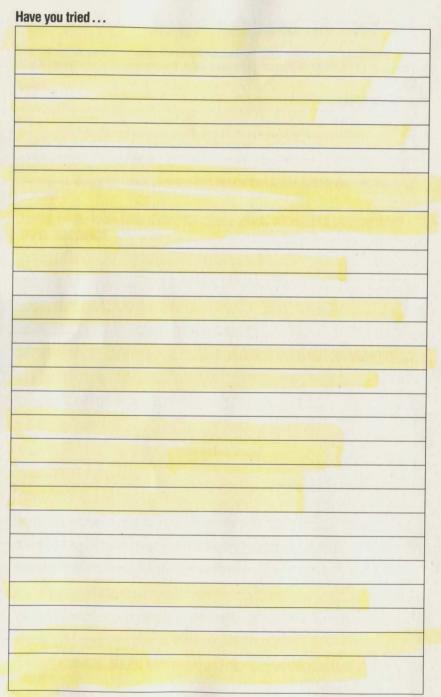
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No of Colors	
A STATE OF THE STA	
Service Company of the Company	
NOTE:	

For Your Amusement

You shouldn't develop anything in this section until you've finished the game. Things in the section will invariably give away the answers to puzzles in the game.

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	CONTRACTOR OF THE PARTY OF THE

Guide Entries

Here's a complete list of all the things that you can CONSULT the Hitchhiker's Guide about. You should use it only as a last resort, or for your interest once you've finished the game.

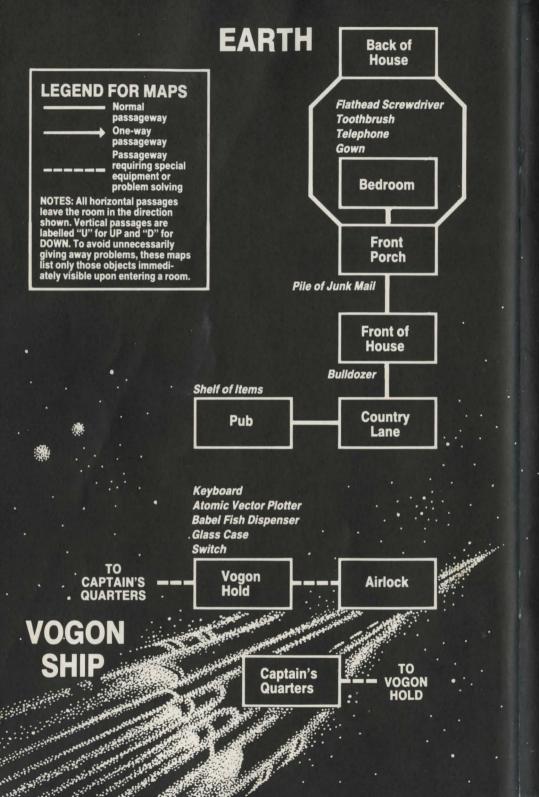


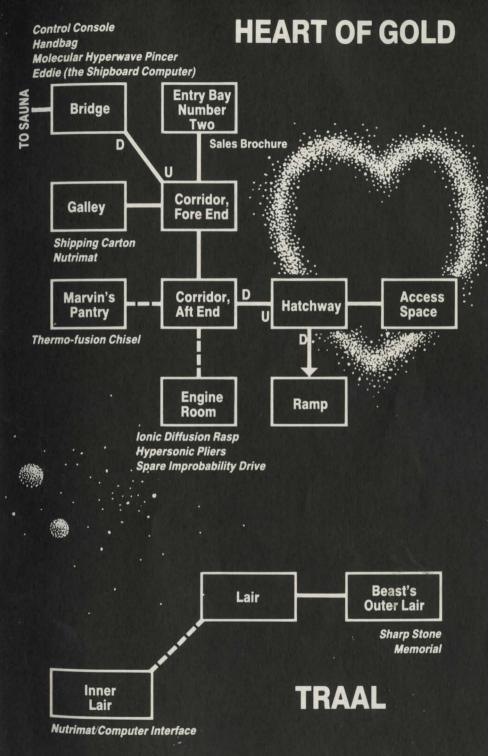
Footnotes

The section tells how to find the place where each footnote is referenced in the game. Once again, you shouldn't develop this section until you finished, because it will probably ruin some puzzles for you.

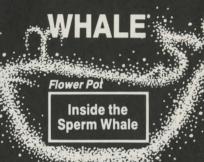
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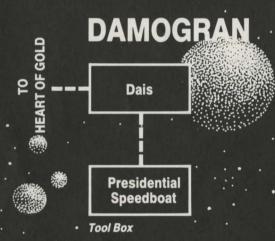
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WAR CHAMBER AND MAZE



